# The Witcher

HOMEBREW

Slay monsters using a variety of tools with this new class in the world´s greatest roleplaying game

# Witcher

A man in dark leather armor eases his longsword in its scabbard as he follows a track of bestial foot prints in the night. His cat-like eyes glow a soft yellow in the moonlight, allowing him to see into the mouth of the dark cave where the creature has its lair. He drinks a cat potion and draws his longsword as he enters the cave, now clear as day to his eyes.

Dancing away from the swipe of a werewolf´s deadly claw, a lithe elf expertly strikes with his silvered longsword. After finally uncovering which villager was infected with lycanthropy, the experienced cat witcher intends to end the string of brutal attacks, and earn his pay.

Deftly moving her fingers in a specific gesture, a griffin witcher sends an aard blast at a swarm of ghouls. The respite gives her enough time to pull a deadly grapeshot bomb from her bag and throw it at the undead swarm´s midst. She then levels her blade, charging in to finish off the pack.

Using different approaches, all of these are monster hunters in their own right. Mutated by the Trial of the Grasses and trained in swordplay, magic and alchemy, witchers hunt monsters that make ordinary folk flee in terror.

## Professional Monster Hunters

As professionals in a deadly trade, witchers have a healthy estimation of their talents´ worth. When determined villagers or herbal remedies fail to drive out a monster, those in need will pool their gold and post a contract or spread the word. These jobs are the lifeblood of witchers, and they spend most of their time roaming, searching for the next contract.

It´s a life that might seem care-free and enviable to some, but it involves facing down many a terrifying beast. And though they are long-lived, very few witchers die in their beds.

## Wandering Outcasts

To some, a man or woman who kill mythical creatures for a living is heroic and admirable. To others, they are as close to monsters as the creatures they hunt. Most common people live simple and uneducated lives, and that ignorance can quickly lead to fear when faced with the strange and unknown.

For those, a witcher is an an unfamiliar creature, deadly and unreliable. When they need to hire one, they do it grudgingly, seeing it as a necessary evil. Witchers are often met with a cold shoulder when people see white hair frame a young face, or cat-like eyes on a grizzled woman. This disdain causes witchers to seldom linger in one place for too long, quickly saddling up and wandering on, looking for their next contract.

Some witchers, especially younger ones, will often seek out the company of other traveling adventurers on a similar path. The strength of a group can be invaluable when faced with terrible dangers. If a witcher has a particularly hard time avoiding attention, being in an adventuring group of diverse people can lessen the wide-eyed stares and quiet whispers behind their backs.

## Creating a Witcher

When creating your witcher, the most important aspect to consider is where and how you received your training. Did you attend a well-known school from a young age, selected for the harsh training? Did you encounter a travelling witcher who decided to take you on as a student? Or maybe you went to a school of your own volition when you came of age, drawn to the life of a professional monster hunter?

Furthermore, confer with your DM about what place the witchering trade and witchers have in your world. Are the schools common and well known? Are witchers respected, feared or tolerated? These questions will impact how you interact with the world.

### Witcher

| Witcher Level | Proficiency Bonus | Class Features | Sign Die Size | Sign Dice | Alchemical Recipes Known |
|---|---|---|---|---|---|
| 1st | +2 | Trial of the Grasses, Weapon Mastery, Witcher's Contract | - | - | - |
| 2nd | +2 | Alchemy, Fighting Style, Hand Signs | d4 | 2 | 3 |
| 3rd | +2 | Witcher School, Witcher Medallion | d4 | 2 | 4 |
| 4th | +2 | Ability Score Improvement | d4 | 2 | 4 |
| 5th | +3 | Extra Attack | d6 | 3 | 5 |
| 6th | +3 | Witcher School Feature | d6 | 3 | 5 |
| 7th | +3 | Mental Guard, Bloodhound | d6 | 3 | 6 |
| 8th | +3 | Ability Score Improvement | d6 | 3 | 6 |
| 9th | +4 | Improvised Alchemy | d6 | 4 | 7 |
| 10th | +4 | Witcher School Feature | d6 | 4 | 7 |
| 11th | +4 | Alchemical Mutations | d8 | 4 | 8 |
| 12th | +4 | Ability Score Improvement | d8 | 4 | 8 |
| 13th | +5 | Sign Recovery, Blindsight | d8 | 5 | 9 |
| 14th | +5 | Witcher School Feature | d8 | 5 | 9 |
| 15th | +5 | Crone Hunter | d8 | 5 | 10 |
| 16th | +5 | Ability Score Improvement | d8 | 5 | 10 |
| 17th | +6 | Slaying Strike | d10 | 6 | 11 |
| 18th | +6 | Witcher School Feature | d10 | 6 | 11 |
| 19th | +6 | Epic Boon | d10 | 6 | 12 |
| 20th | +6 | Master Witcher | d10 | 6 | 12 |

### Quick Build

You can make a witcher quickly by following these suggestions. First, make Strength or Dexterity your highest ability score, depending on whether you want to focus on Strength-based melee weapons or on finesse weapons. Your next-highest score should be Constitution for survivability, or Intelligence if you want more powerful hand signs and alchemical items. Second, choose the guard background.

### Optional Rule: Multiclassing

If you use the multiclassing rule from the Player's Handbook, here's what you need to know if you take a level in witcher.

**Ability Score Minimum.** You must have at least a 13 in either Strength or Dexterity, and a 13 in Intelligence to take a level in this class, or to take a level in another class if you are already a witcher.

**Proficiencies.** If witcher isn't your initial class, you gain proficiency with light armor, medium armor, simple weapons and martial melee weapons, and crossbows.

## Class Features

As a Witcher, you gain the following class features.

### Hit Points

**Hit Dice:** 1d10 per witcher level

**Hit Points at 1st Level:** 10 + your Constitution modifier

**Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per witcher level after 1st

### Proficiencies

**Armor:** light armor, medium armor

**Weapons:** simple weapons, martial melee weapons, crossbows

**Tools:** alchemist's supplies

**Saving Throws:** Constitution, Intelligence

**Skills:** Choose three from Arcana, Athletics, Investigation, Medicine, Nature, Perception, Religion or Survival.



This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

### Equipment

In addition to the equipment granted by your background, choose A or B: (A) studded leather armor, longsword, silvered longsword, light crossbow, 20 bolts and a monster hunter's pack (CoS); (B) 175 gp.

## Trial of the Grasses

At 1st level, you have survived the Trial of the Grasses, a brutal transformation process using chemicals and elixirs. Consequently, your body mutates, giving you the following benefits.

- Your natural lifespan extends by 5d10 + 50 years.
- You gain darkvision out to a range of 30 feet. If you already have darkvision, its range increases by 30 feet.
- You have resistance against poison damage and advantage on saving throws against being poisoned, diseased or gaining exhaustion.

When you reach 15th level in this class, you gain immunity to poison damage, disease and the poisoned condition.

### Physical Changes

Even if your body survived the Trial of the Grasses, it is invariably scarred. Roll once or choose one of the following changes from the table below.

| d4 | Change |
|---|---|
| 1 | Your hair loses all pigment, turning it white. |
| 2 | Your pupils turns vertical and your eyes glow yellow in the dark. |
| 3 | Your reproductive system has been damaged, leaving you infertile. |
| 4 | All the hair follicles in your body are dead, causing you to lose all hair. |

## Weapon Mastery

At 1st level, your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as longswords and heavy crossbows.

Whenever you finish a long rest, you can change the kinds of weapons you chose.

## Witcher´s Contract

Also at 1st level, you can spend at least an hour researching lore, investigating clues or interrogating witnesses regarding a creature type or a humanoid species (you choose the type when you start), giving you the following benefits for 1 week or until you change the type or race:

**Skills.** You add your proficiency bonus to Wisdom and Intelligence checks that relates to creatures of that type, or double your proficiency bonus if you already are proficient.

**Saving Throws.** When a creature in you Witcher´s Contract forces you to make a saving throw, you gain a bonus to your roll equal to your Intelligence modifier.

***Study Creature.*** You can analyze a creature you can see within 60 feet as a bonus action, adding the creature (not its type) to your Witcher´s Contract. If it is already in your Witcher´s Contract, you instead choose one piece of information about it to learn: its highest and lowest ability score, vulnerabilities, immunities, resistances or traits.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

## Hand Signs

Beginning at 2nd level, you´ve learned a rudimentary form of magic, allowing you to quickly produce magical effects through hand signs, fueled by sign dice.

**Hand Signs.** You learn two hand signs of your choice, detailed under "Hand Signs" below. Casting a sign requires a bonus action unless stated otherwise, somatic components and a sign die. You learn one additional hand sign of your choice at 5th, 9th, 13th and 17th level in this class. Whenever you gain a Witcher level, you can replace one of the signs you know with another sign of your choice.

**Sign Dice.** You have two sign dice, which are d4´s. As you gain witcher levels, you gain more sign dice, and your sign dice increase in size, as indicated in the Sign Dice column of the witcher table. Casting a hand sign expends a sign die, and you regain all expended sign dice after a short or long rest.

**Saving throws.** Some hand signs require a saving throw to resist its effect. The saving throw DC is calculated as follows:

**Sign Save DC** = 8 + your proficiency bonus + your Intelligence modifier



This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

## Alchemy

At 2nd level, you learn to use alchemy to craft hand bombs, potions and blade oil that aid you in combat.

**Recipes Known.** When you gain this feature, pick four alchemical recipes to learn, choosing from the "Alchemy" section. You learn additional recipes of your choice when you reach certain levels in this class, as shown in the Alchemical Recipes Known column of the Witcher table. Whenever you gain a Witcher level, you can replace one of the recipes you know with another recipe of your choice.

**Creating Items.** After a long rest, you can produce two items. The number of items you can produce after a long rest increases to three at 5th level, four at 9th level, five at 13th level and six at 17th level in this class. Creating these items requires you to have alchemist's supplies on your person.

**Using items.** Items last until used or until the end of your next long rest. A non-witcher that drinks a potion gains no effect from it. A single potion´s effect does not stack with itself during its duration, which is 1 hour unless specified as instant. Ingesting a potion or applying blade oil requires a bonus action, while throwing a hand bomb takes an action. Hand bombs can be thrown at an area within 30 feet where it will detonate, affecting all creatures within 10 feet.

**Saving throws.** Some alchemical items require a saving throw to resist its effect. The saving throw DC is calculated as follows:

**Alchemy Save DC** = 8 + your proficiency bonus + your Intelligence modifier

## Fighting Style

Also at 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options.

### Arbalist

You gain a +1 bonus to attack rolls you make with crossbows. Attacking at a crossbow's long range no longer imposes disadvantage on your ranged weapon attack rolls.

### Hand-and-a-Half

When wielding a single versatile weapon and no shield you gain a +1 bonus to attack rolls with that weapon and a +1 bonus to your Armor Class.

### Skirmisher

Your speed increases by 5 feet, and when you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn. You don´t gain these benefits while wearing heavy armor.

### Dual Wielder

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

### Predictive Defense

When you calculate your Armor Class in light or medium armor, or when you are unarmored, you can use Intelligence in place of Dexterity. While using this feature in medium armor, the maximum bonus to AC is 3, rather than 2.

## Witcher School

At 3rd level, you choose a school of training that best represents your style of monster hunting: Bear, Cat, Crane, Griffin, Manticore, Salamander, Viper or Wolf. Your witcher school grants you features at 3rd level and again at 6th, 10th, 14th and 18th level.

## Witcher Medallion

Also at 3rd level, you can spend 1 hour to enchant a tiny object, such as a medallion. Whenever a magical presence is within 60 feet of the object, it hums noticeably to whoever is holding or wearing it. The enchantment lasts indefinitely, or until you enchant another item in this way.

## Ability Score Improvement

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. You gain this feature again at Witcher levels 8, 12 and 16.

## Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. You also ignore the loading quality of crossbows.

### A Witcher´s Medallion

It is customary for a witcher to receive a medallion bearing the insignia of his or her school upon graduation. These medallions are enchanted to warn against magical presence, and act as a source of recognition and pride for witchers on the path.



This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

## Mental Guard

When you reach 7th level in this class, you have trained your mind to resist the debilitating effects of the monsters you face. You gain proficiency in Wisdom saving throws and you have advantage on saving throws against being frightened or charmed.

If you already have this proficiency, you gain proficiency in Charisma saving throws instead.

## Bloodhound

Also at 7th level, you gain enhanced senses. You have advantage on Wisdom (Perception) checks that rely on hearing or smell. In addition, you can use an action to focus on a particular scent. When you do, you perceive that smell visually as a cloud of red vapor.

## Improvised Alchemy

At 9th level, you can use an action to create one alchemical item (you don´t need to know the recipe), provided you have alchemist´s supplies. However, this item is rushed and will lose its effect if not used within 1 minute. If you create a potion or blade oil, its duration is also 1 minute. As part of this action, you can choose to also use the item (throw a hand bomb, drink a potion or apply blade oil).

Once you have used this ability, you can´t do so again until you finish a long rest.

## Alchemical Mutations

At 11th level, choose two non-instant potions to which you know the recipes. You gain the benefits of those potions permanently. Whenever you gain a Witcher level, you can replace one of the mutations.

## Sign Recovery

At 13th level, further mutations enhance the recovery of your arcane reservoir. When you roll initiative, you regain 1 expended sign die.

## Blindsight

Also at 13th level, your keen senses improve further. So long as you are not deafened, you have blindsight with a range of 30 feet.

## Crone Hunter

At 15th level, your experience fighting wielders of dark magic has prepared you to face the vilest hag or lich. So long as you are not incapacitated, you have advantage on saving throws against spells and other magical effects.

Also, you have advantage on attack rolls against a creature concentrating on a spell.

## Slaying Strike

At 17th level, you can use your encyclopedic bestiary knowledge to attempt to slay a creature instantly. When you hit a creature in your Witcher´s Contract with an attack, it must succeed on a Constitution saving throw (DC = 8 + your proficiency bonus + your Intelligence modifier), or be reduced to 0 hit points. If it succeeds, it instead takes an extra 50 damage from the hit.

Once you use this feature, you must finish a short or long rest before you can use it again.

## Epic Boon

At 19th level, you gain an Epic Boon feat or another feat of your choice for which you qualify.

## Master Witcher

When you reach 20th level in this class, you become a master of the witcher profession. When you force a creature in your Witcher´s Contract to make a saving throw or an ability check, it has disadvantage on the roll.

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC

## Hand Signs

The presented signs are the magical effects witchers can produce through quick hand signs.

**Aard.** You thrust your hand forward and cause a blast of air. Each creature in a 15-foot cone takes thunder damage equal to two sign dice and is pushed back 10 feet. On a successful Strength save, a creature takes half as much damage only. Nonmagical flames in the area are extinguished.

**Igni.** You release a burst of flames from your hand. Each creature in a 15-foot cone takes fire damage equal to three sign dice, or half as much damage on a successful Dexterity save. A flammable object in the area ignites if it isn´s being worn or carried.

**Quen.** A fluid finger movement that covers you in a protective magical layer. You gain temporary hit points equal to three sign dice for 1 hour.

**Axii.** A sign meant to confound faculties. Whenever you make a Wisdom (Animal Handling), Charisma (Deception) or Charisma (Persuasion) check directed at only one creature, you can add a sign die to that roll. You can use this hand sign after you roll, but before you know whether you succeed or fail.

**Heliotrop.** A defensive sign capable of rebuffing attacks entirely. Whenever you are hit by an attack roll you can use your reaction to cross your wrists and summon a temporary magical barrier. Roll a sign die and add it to your Armor Class until the start of your next turn, including that attack.

**Yrden.** Holding your hand towards a point on the ground within reach, you create a 10 foot radius, 20 foot tall cylinder circle of runes centered on that point that lasts for 1 minute. You can have a number of circles equal to your Intelligence modifier (minimum of 1) created at a time. Creatures except you and your allies treat the circle as difficult terrain, and take force damage equal to one sign die when it enters the area for the first time on a turn or starts its turn there.

If a creature in the area tries to use teleportation or interplanar travel, it must succeed on a Charisma saving throw or waste the spell or effect.

### Bonus Actions

The Witcher class makes frequent use of the bonus action, with potions, hand signs and study creature. Consider this if you plan on taking feats that use the bonus action, such as polearm master.



This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

# Alchemy

Below are the recipes for alchemical items that a witcher can learn.

## Potions and Blade Oil

This section includes recipes for potions and blade oil witcher´s use to enhance combat prowess.

**Arachnid Decoction.** Grants increased flexibility to dodge attacks, giving you a +2 bonus to AC.

**Berserker Brew.** When you drink this potion, and at the start of each of your turns, you gain a cummulative +1 bonus to your melee damage rolls, to a maximum of your proficiency bonus. The bonus is reset if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then.

**Black Blood.** A potion that turns your blood acidic, and is especially effective against vampires. Whenever a creature deals slashing or piercing damage to you while within 5 feet of you, it takes acid damage equal to your Intelligence modifier. If that attack was a bite attack, the creature can´t regain hit points from the attack and it is poisoned until the end of its next turn.

**Blade Oil.** Choose a type of creature: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select one race of humanoids. You can use the oil to coat one two-handed weapon, two one-handed weapons or up to five pieces of ammunition. The weapon or ammunition has a 1d4 bonus to attack rolls against those creatures, and attacks with them ignore any resistance to bludgeoning, piercing and slashing damage a creature of that type may have. Once applied, the oil retains potency for 1 hour before drying.

**Bugbear Decoction.** You gain a bonus to initiative rolls equal to your Intelligence modifier and you have advantage on attack rolls during your first turn in combat.

**Cat.** The range of your darkvision increases by 60 feet and you can see in darkness as if it were bright light. You also have advantage on Wisdom (Perception) checks that rely on sight so long as you are not in bright light.

**Chimera (instant).** The duration of all other ongoing potion effects from Alchemy are increased by 1 hour.

**Earth Elemental Decoction.** Bludgeoning, piercing and slashing damage you take is reduced by an amount equal to your Intelligence modifier.

**Endurance Draught (instant).** Remove 1 level of exhaustion and regain an amount of hit dice equal to your Intelligence modifier.

**Full Moon.** Your current and maximum hit points increase by an amount equal to your witcher level. When the effect ends, any hit points you have above your hit point maximum become temporary hit points.

**Golden Oriole (instant).** You cure yourself of the blinded, deafened and poisoned condition, as well as any reduction to one ability score.

**Gorgon Decoction.** You have advantage on saving throws to resist being stunned, paralyzed or petrified.

**Green Fenestra.** You can jump up to 30 feet by spending 10 feet of movement. This can´t exceed your remaining speed.

**Killer Whale.** You can hold your breath for up to 30 minutes and gain a swim speed equal to your walking speed. If you already have a swim speed, it increases by 15 feet.

**Maribor Forest.** Heightened vigor lightens your step. Your speed increases by 15 feet.

**Nightmare.** You can see invisible creatures, as well as objects and creatures in the ethereal plane (which appear ghostly and translucent).

**Petri´s Philter.** When you roll sign dice, you can choose to re-roll any number of the dice, but you must use the new rolls.

**Purple Lotus.** You have resistance to psychic damage and advantage on any saving throw against an effect that also deals psychic damage.

**Scorpion.** When you score a critical hit with a weapon attack or unarmed strike, you gain a bonus to that weapon's damage roll equal to your witcher level.

**Solar.** You have resistance to necrotic damage, and your ability scores or hit point maximum can´t be reduced by other creatures.

**Stammelford's Philter.** Your Sign Save DC increases by 2.

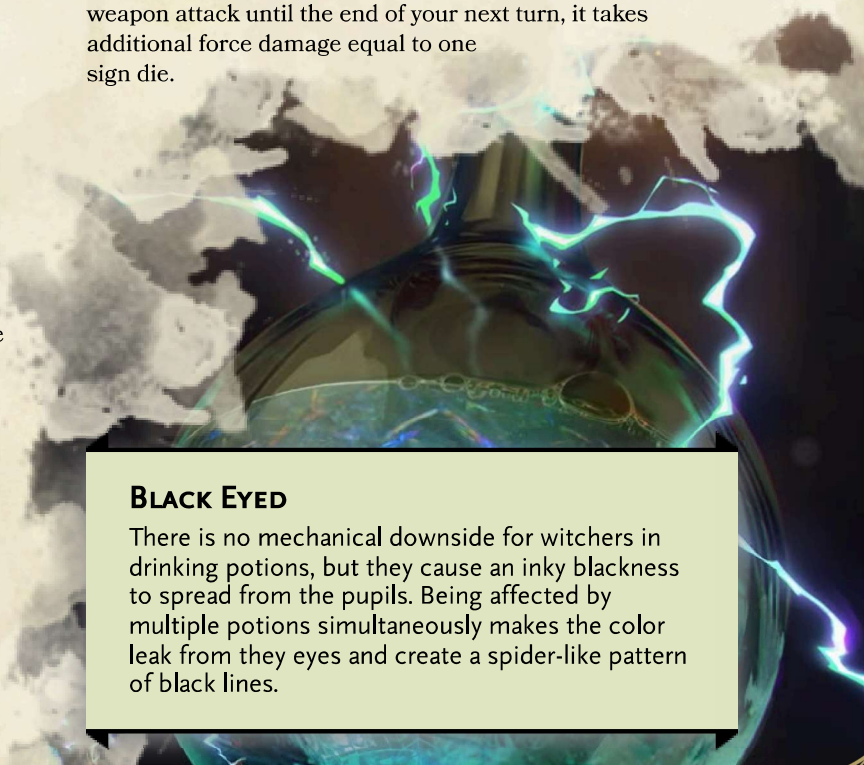
**Thunderbolt.** Increases strength and adrenaline release. Your weapon attacks and unarmed strikes deal an additional 1d4 damage.

**Troll Decoction.** When you drink this potion, and at the start of each of your turns, you gain a number of temporary hit points equal to your Intelligence modifier, unless you took fire or acid damage during the last round.

**Wight Decoction.** A rotten-smelling potion that lets you feed on death. When a creature within 15 feet of you is reduced to 0 hit points, you gain temporary hit points equal to 1d6 + your Intelligence modifier.

**White Raffard (instant).** A restorative potion that closes wounds and quickens healing. You regain hit points equal to 2d6 + your witcher level.

**Yugoloth Decoction.** When you make a weapon attack roll, the next hand sign you use until the end of your next turn that deals damage, deals an additional sign die of damage. When you use a hand sign, the next time you hit a creature with a weapon attack until the end of your next turn, it takes additional force damage equal to one sign die.



### Black Eyed

There is no mechanical downside for witchers in drinking potions, but they cause an inky blackness to spread from the pupils. Being affected by multiple potions simultaneously makes the color leak from they eyes and create a spider-like pattern of black lines.



This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

## Hand Bombs

Below are recipes for hand bombs a witcher can learn.

**Dancing Star.** Each creature in the area must succeed on a Dexterity saving throw or be coated with sticky fire for 1 minute. A coated creature takes 2d4 fire damage at the start of each of it turns until a creature uses its action to scrape it off. Being underwater doesn't douse this fire or grant resistance against it.

This damage increases by 2d4 at 5th, 11th and 17th level in this class.

**Devil's Puffball.** This bomb releases a burst of poisonous gas that spreads around corners. Each creature in the area must succeed on a Constitution saving throw take 2d8 poison damage and be poisoned until the end of your next turn. On a successful saving throw it takes half as much damage and suffers no adverse effects.

This damage increases by 2d8 at 5th, 11th and 17th level in this class.

**Dimeritium Bomb.** Releases a cloud of dimeritium slivers. Creatures in the area are unable to cast spells or take the Magic action unless they succeed on a Constitution saving throw. At the end of each of its turns, the target repeats the save, ending the effect on itself on a success.

**Dragons´s Dream.** This bomb releases a cloud of flammable gas that spreads around corners. It lasts for 1 minute or until a wind of at least 10 miles per hour disperses it. If a spark or fire (such as igni) appears in the area while the cloud persists, it ignites with a blast of ghost-like fire. Each creature in the area takes 3d6 fire damage, or half as much on a successful Dexterity saving throw.

The fire damage increases by 3d6 at 5th, 11th and 17th level in this class

**Grapeshot.** A compact bomb that sprays shrapnel. Each creature in the area must make a Dexterity saving throw, taking 2d10 piercing damage on a failed save or half as much on a successful one. The piercing damage is silvered.

This damage increases by 2d10 at 5th, 11th and 17th level in this class.

**Moon Dust.** A bomb that creates a burst of fine silver slivers. Each creature in the area must succeed on a Constitution saving throw or be unable to shape-shift and benefit from the Regeneration or Incorporeal Movement traits for 1 minute. A creature that fails the saving throw returns to its original form if it is shape-shifted.

**Northern Wind.** A bomb that releases a gust of frigid air. Each creature in the area takes 2d8 cold damage and its speed is halved until the start of your next turn, or half as much damage and no adverse effect on a successful Constitution saving throw.

This damage increases by 2d8 at 5th, 11th and 17th level in this class.

**Samum.** This bomb creates a burst of blinding light. Each creature in the area takes 2d6 radiant damage and is blinded until the end of your next turn, or half as much damage and no adverse effect on a successful Constitution saving throw. A fiend or undead that fails the saving throw is also stunned.

This damage increases by 2d6 at 5th, 11th and 17th level in this class.



[illegible] Fan Content [illegible] under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

# School of the Bear

Witchers from the school of the bear rely on heavy armor and a forceful fighting style. Rather than evading attacks, they let their armor and powerful build absorb the damage. This allows them to be up-close and personal with their enemy, launching powerful counterattacks. A witcher of the bear school is typically strong, direct and brave.

## Trial of the Mountain

When you choose this school at 3rd level, you have trained to hunt savage monster in the untamed mountains, and match them blow for blow. You gain training with heavy armor and you have advantage on Wisdom (Survival) checks you make in natural terrain.

## Bear School Recipes

You learn the following alchemical recipes. They don't count against your total number of recipes known, and cannot be switched out for other recipes when you gain a Witcher level.

**Recipes:** *berserker brew, earth elemental decoction, northern wind*

## Brutal Strength

Additionally at 3rd level, raw strength is your best tool as a witcher. You gain the following benefits:

**Heavy Steel.** When you hit a target with a melee attack using Strength, the target takes an extra 1d4 damage. This damage increases to 1d6 at 10th level and 1d8 at 18th level in this class. If the attack was with a weapon you are holding with two hands, increase the bonus damage die by one step.

**Heavy Draw.** You can use your Strength modifier, in place of Dexterity, for attack and damage rolls with bows and crossbows.

## Beast Grappler

Starting at 6th level, you gain proficiency in Strength saving throws and you can make a shove or grapple attack as a bonus action on your turn.

## Mettle

At 10th level, you can withstand harsh effects, such as a green dragon's poison breath or a blight spell. When you are subjected to an effect that allows you to make a Constitution saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

## Furious Retaliation

Starting at 14th level, when you take damage from a creature, you can use your reaction to make melee attack against that creature if it is within reach. If you are bloodied after taking that damage, you have advantage on the attack roll.

## Unbreakable Resolve

At 18th level, your immense willpower grants you the following benefits:

**Unrelenting,** When you drop to 0 hit points, you don`t fall unconscious. You still make death saving throws as normal though, dying on three failed saves.

**Unbreakable Will.** If you fail a Strength, Constitution or Wisdom saving throw, you can choose to succeed instead. Once you use this feature, you must finish a short or long rest before you can use it again.

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

# School of the Cat

Quick and precise, cat witchers use their remarkable agility to its fullest potential in combat. Combined with the variant of the Trial of the Grasses performed on recruits at Cat schools, quelling even more emotions from the mind, it makes for an efficient killer.

## Form Over Force

When you choose this school at 3rd level, you gain proficiency in the Acrobatics skill and a weapon without the heavy property gains the finesse property when you wield it. You can also use Dexterity to calculate your jump distances.

## Cat School Recipes

You learn the following alchemical recipes. They don't count against your total number of recipes known, and cannot be switched out for other recipes when you gain a Witcher level.

**Recipes:** *cat, scorpion, samum*

## Deadly Critical

Also at 3rd level, Dexterity-based attacks you make gain the following benefits:

**Critical Range.** They score a critical hit on a roll of a 19 or 20. This improves to 18-20 at 10th level in this class and again to 17-20 at 18th level.

**Critical Damage.** You can roll two additional damage dice when determining the extra damage for a critical hit with them. This increases by an additional die at 6th, 10th, 14th and 18th level in this class.

## Dulled Emotions

Starting at 6th level, mutations make your emotions unnaturally stable and reliable. You gain proficiency in the Deception and Intimidation skills. Additionally, when you make an ability check with either of those skills you can treat a d20 roll of 7 or lower as an 8.

## Axii Mastery

At 10th level, you learn the *Axii* sign, if you did not already know it. Instead of its normal effect, you can cast *Axii* as a bonus action, targeting a creature you can see within 30 feet. That creature must make a Wisdom saving throw. On a failed save it takes psychic damage equal to three rolls of your sign dice and is stunned until the start of its next turn. On a successful save it takes half as much damage and suffers no adverse effects.

## Agile Dodge

Starting at 14th level, you can quickly move out of the way of area effects, such as a green dragon's poison breath or a fireball spell. When a spell or other effect would have you make a saving throw due to being in an area of effect, you can use your reaction to move up to half your movement speed, potentially moving you outside the effect's area.

## Perfect Killer

At 18th level, your hardened emotions and killer instinct give you the following benefits:

**Condition Immunities.** You have immunity to the charmed and frightened conditions.

**Bloodthirsty Critical.** When you score a critical hit against a creature, you can instantly make one additional attack against the same creature. If you score a critical hit with this bonus attack, you can't use this effect on that attack as well.

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

# School of the Crane

When a ship prepares a voyage through monster infested waters, any captain worth his salt hires a crane witcher for protection.

They excel when battling monsters of the open air and sea, and are famed for facing massive monsters. While all witchers are impressive fighters, crane witchers perform particularly daring feats, leaping through the sky, felling giants or fighting leviathans in the open sea.

The contracts crane witchers take often have witnesses, occasionally giving rise to heroic myths and legends.

## Hunter of Air and Sea

When you choose this school at 3rd level, you have trained yourself to move and fight at sea. You gain proficiency in Acrobatics, Athletics or Perception. You also gain a climbing and swimming speed equal to your speed.

## Crane School Recipes

You learn the following alchemical recipes. They don't count against your total number of recipes known, and cannot be switched out for other recipes when you gain a Witcher level.

**Recipes:** *gorgon decoction, killer whale, dancing star*

## Fell the Mighty

Creatures of the open air and sea rely on their size and power to overwhelm unfortunate victims. Also at 3rd level, you learn abilities to counter those strengths. Those abilities require a saving throw to resist their effects. The saving throw DC is calculated as follows:

**Fell the Mighty Save DC** = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

Once on each of your turns when you hit a creature with a weapon attack, you can use one of the following abilities.

**Topple.** You try to bring a creature down. The creature must succeed on a Strength saving throw or be knocked prone.

**Bleed.** You inflict a gruesome bleeding wound. The creature takes damage equal to one roll of its hit die at the start of each of its turns for each time you ´ve wounded it in this way. It can then make a Constitution saving throw, ending all wounds on a success. The damage's type is the same type as the weapon used to inflict the wound.

**Rend.** You attempt to damage a creature ´s armor. The creature must succeed on a Dexterity saving throw or have its AC reduced by 1, to a minimum of 10 + its Dexterity modifier, until the start of your next turn. If the creature has natural armor, you instead reduce its AC by 1d4.

## Nimble Escape

At 6th level, you become skilled at escaping the deadly grip of your foes. You have advantage on ability checks and saving throws to avoid or end the grappled and restrained conditions, or being swallowed.

## Heliotrop Adept

Also at 6th level, you learn the *Heliotrop* sign, if you did not already know it. Instead of its normal effect, you can cast it as a reaction when you make a saving throw due to being in an area of effect, adding the result to your saving throw.

## Improved Fell the Mighty

At 10th level, you gain the following upgrades to the Fell the Mighty options:

**Crushing Topple.** If the creature hits the ground when it falls prone, it takes 1d8 bludgeoning damage for each size it is above Small.

**Hemorrhaging Bleed.** While suffering from the bleeding effect, the creature can ´t regain hit points.

**Lasting Rend.** The reduction to a creature ´s AC from this effect lasts until the creature regains hit points.

## Cunning Defense

Starting at 14th level, you anticipate the attacks of your chosen foe. When you use Fell the Mighty against a creature, it has disadvantage on attack rolls against you until the start of your next turn.

## Titan Slayer

At 18th level, you wear down even the most monstrous foe. When a creature fails its saving throw against Fell the Mighty, choose one of the following additional effects:

**Exhaustion.** It gains one level of exhaustion.

**Extra Damage.** It takes an additional 2d8 damage from the attack, or 4d8 if it is below half its hit point maximum.



This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

# School of the Griffin

Proud and knowledgeable, witchers of the griffin school have a deeper understanding of magic than most witchers. As such, hand signs are their strongest weapon in combat. They adhere to old codes of honor and knightly chivalry, which grant them respect and high social statuses among both the nobility and the commonfolk.

## Slayer´s Arcana

When you choose this school at 3rd level, you have studied arcane lore and eldritch creatures. You gain proficiency in Arcana, and whenever you make an Intelligence (Arcana) check related to a creature you gain a bonus to the roll equal to your sign die.

## Griffin School Recipes

You learn the following alchemical recipes. They don't count against your total number of recipes known, and cannot be switched out for other recipes when you gain a Witcher level.

**Recipes:** *petri's philter, yugoloth decoction, dimeritium bomb*

## Improved Hand Signs

Also at 3rd level, your skill with hand signs exceed that of other witchers. Your total number of sign dice increases by 1, you learn an additional hand sign and your sign dice increase to become d6s. Your sign dice increase again at 5th level (d8s), 11th level (d10s) and 17th level (d12s). Your hand signs also gain the following benefits:

**Aard - Empowered.** A Large or smaller creature that fails the saving throw is also knocked prone.

**Igni - Fire Brand.** Instead of its normal effect, you can heat up a metal melee weapon, or five pieces of ammunition with metal heads, that you or another willing creature within 5 feet of you is holding to a white-hot glow. For 1 minute, a creature hit with that weapon or ammunition takes additional fire damage equal to one sign die.

**Quen - Exploding Shield.** When the temporary hit points are reduced to 0, the shield explodes. Each creature in a 5 foot emanation of you takes force damage equal to half the amount of temporary hit points you gained from casting it.

**Axii - Inspire.** Instead of its normal effect, you fortify a creature you can see within 30 feet as a bonus action. Until the start of your next turn, that creature adds your sign die to Intelligence, Wisdom, and Charisma saving throws.

**Yrden - Arcane Grip.** Any creature of your choice in the circle when it appears must succeed on a Strength saving throw or be restrained by magical force until the end of its next turn.

**Heliotrop - Reflective Shield.** If a ranged spell attack misses you while you have the AC bonus, roll 1d6. On a 5 or 6, the spell is reflected back at the caster.

## Chivalry

Starting at 6th level, you gain proficiency in Persuasion or History. Also, whenever you make a Charisma check and don´t knowingly tell a lie to the creatures involved, you can roll a d6 and add the number rolled to the check's total.

## Power Surge

At 10th level, you can empower the potency of *Aard*, *Igni* (standard only) or *Quen*. When you cast one of them, you can roll two additional sign dice and increase the area of effect: *Aard* and *Igni* (30-foot cone), *Quen* (15-foot emanation).

You can use this feature a number of times equal to your Intelligence modifier (minimum of 1). You regain all expended uses when you finish a long rest.

## Expanded Arcana

Starting at 14th level, you are able to cast powerful versions of hand signs. You can cast any spell from the table below, with Intelligence as your spellcasting modifier. Once you have cast a spell from the table, you can´t do so again until you finish a long rest, unless you expend three sign dice to do it.

| Hand Sign | Spell |
|---|---|
| Aard | *gravity sinkhole* |
| Igni | *wall of fire* |
| Quen | *stoneskin* |
| Axii | *confusion* |
| Yrden | *banishment* |
| Heliotrop | *resilient sphere* |

## Crone Killer

At 18th level, knowledge of monsters and arcana gives you peerless insight into magical defense, granting these benefits:

**Supernatural Resistances.** You gain resistance to force, necrotic and psychic damage.

**Overpowering Magic.** Creatures can´t benefit from the Magic Resistance trait against hand signs or spells you cast.

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC

# School of the Manticore

Witchers from the School of the Manticore seperate themselves from their fellow witchers by focusing on protection, rather than hunting. Originally settled in areas consisting of vast plains, deserts and savannahs, they trained to meet the demand for caravan and convoy guards. Often seen with a shield and a bandolier of potions round their torso, manticore witchers are elite protecters with the deadly arsenal of a witcher.

## Wandering Guard

When you choose this school at 3rd level, you have experience with escort and protection contracts for a multitude of clients, and gain the following benefits:

**Shield User.** You gain training with shields. You can perform somatic components with a hand holding a shield, as well as drink potions and throw hand bombs.

**Languages.** You know two standard languages of your choice. You can choose undercommon as one of the languages.

## Manticore School Recipes

You learn the following alchemical recipes. They don't count against your total number of recipes known, and cannot be switched out for other recipes when you gain a Witcher level.

**Recipes:** *endurance draught, golden oriole, white raffard*

## Phalanx Tactics

You focus your skill on protecting yourself and those around you. Also at 3rd level, you gain the following benefits:

**Half Cover.** You gain the benefit of half cover while wielding a shield. If you move more than half your movement on your turn, lose you shield or become incapacitated, you lose this benefit until the start of your next turn.

**Interpose.** When a creature within 5 feet of you is hit by an attack you can see, you can use your reaction to interpose yourself and become the target of the attack, if it hits.

**Shield Bash.** You can use a bonus action on your turn to bash a creature within 5 feet with your shield. It must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength or Dexterity modifier) or be pushed 5 feet away from you or knocked prone.

## Alchemy Adept

At 6th level, the number of alchemical recipes you know increase by an amount equal to your proficiency bonus, and when you create alchemical items after a long rest, you can create one additional item. Also, potions from the *manticore school recipes* you create can also affect non-witchers.

## Improved Phalanx Tactics

At 10th level, your protective skills improve further, giving you the following features:

**Improved Half Cover.** If you move more than half your movement on your turn, you don´t lose half cover from Phalanx Tactics if you end your movement within 5 feet of a non-hostile creature.

**Retaliation.** If the attack misses you when you use Interpose, you can make an attack against the creature that attacked as part of that reaction.

## Shield Wall

Starting at 14th level, you bolster your allies on the frontline. When you have half cover from Phalanx Tactics, you extend that benefit to allies within 5 feet of you. Also, when at least one ally is within 5 feet of you, you and allies within 5 feet of you have advantage on saving throws against being knocked prone or moved against your will.

## Potion Master

When you reach 18th level, you have mastered the use of potions. The numerical effects of potions you drink are doubled, including modifiers, proficiency bonus and level. If you drink a potion selected with Alchemical Mutations, it replaces the effect for the duration.



This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

# School of the Viper

Viper witchers are feared for their expertise in poison and assassination tactics. In combat they use a fast, dual wielding fighting style, aiming to overwhelm opponents. Unlike witchers from most schools, vipers are known to take contracts on humanoids as well as monsters.

## Viperous Repertoire

When you choose this school at 3rd level, you gain proficiency in Stealth and the poisoner's kit. If you are already proficient in Stealth, you gain expertise instead. Also, you can perform somatic components with a hand holding a melee weapon.

## Viper School Recipes

You learn the following alchemical recipes. They don't count against your total number of recipes known, and cannot be switched out for other recipes when you gain a Witcher level.

**Recipes:** *blade oil, bugbear decoction, devil's puffball*

## Striking Assault

Additionally at 3rd level, you strike like a coiled snake. You have advantage on initiative rolls, and during your first turn in combat you gain the benefit of the Dash action.

Also, when you take the Attack action, you can make an additional attack with a weapon you are wielding in one hand. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a short or long rest.

## Expert Poisoner

Starting at 6th level, you delve deeper into the subtle and deadly art of poisoning. When you create alchemical items after a long rest, you can create one dose of a poison worth up to 100 times your witcher level (see DMG p.90), in addition to those items. Creating a poison dose in this way requires you to have a poisoner's kit on your person.

You also gain the following benefits:

**Alternate Save DC.** When a creature makes a saving throw against a poison you use, you can choose to apply your Alchemy Save DC instead of the inherent poison DC.

**Alternate Poison Damage.** When you make a damage roll for a poison that deals poison damage, you can choose to instead deal necrotic damage.

**Fast Coating.** You can apply poison to a weapon or piece of ammunition as a bonus action, instead of an action.

**Improved Blade Oil.** When you make *blade oil*, you can select humanoid as the creature type, creating *hanged man´s venom* instead.

## Creeping Death

At 10th level, you have improved your skill at stealth and contract work. You can attempt to Hide even when only lightly obscured, and you can take the Hide action as a bonus action on your turn. Also, you can select humanoid as a creature type for *Witcher´s Contract*.

## Twin Fangs

Starting at 14th level, you can attack twice instead of once with your off-hand attack when you engage in two-weapon fighting. If you would add your ability modifier to the damage roll of the first attack, do so for the second as well.

Also, when you make an opportunity attack while engaging in two-weapon fighting you can make an attack against the creature with both melee weapons you are wielding.

## Evil Eye

At 18th level, you gain a unique mutation where one of your eyes takes on a deep red color, with the pupil narrowing to a small slit, like that of a snake. You gain truesight out to a range of 30 feet, as well as the following feature.

**Mental Terror.** As an action, choose a creature you can see within 60 feet of you that you subject to terrible mental images. It takes 16d6 psychic damage and is frightened until the beginning of your next turn.

Once you use this feature, you can't do so again until you finish a long rest.

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

# School of the Wolf

Witchers from the school of the wolf are widely respected for their professionalism and efficiency. Although they are versatile and flexible with their tools and skills, wolf witchers excel at combat, adapting to any foe. This focus improves their reflexes and senses in combat even beyond their already enhanced physiology.

Using these skills, wolf witchers wait and observe, striking when it matters most.

## Preparation

When you choose this school at 3rd level, you focus on preparation in order to have the best chance at a successful contract. You gain the following benefits:

**Skill Retraining.** Over the course of 2 hours, which can be during a long rest, you can switch a skill you gained from the Witcher class skill list to another on that list. Alternatively, you can switch an alchemical recipe you know for another.

**Additional Contract.** You can have up to two creature types or humanoid races in your Witcher´s Contract at a time.

**Additional Recipes.** You learn 3 alchemical recipes that don't count against your total number of recipes known.

## Preemptive Strike

Also at 3rd level, with skill at arms and control you bide your time and strike at the most opportune moment. When a creature hits you with an attack, you can use your reaction to make an attack against that creature. If your attack hits, the creature must reroll the attack, potentially turning the hit into a miss.

## Additional Fighting Style

At 6th level, you gain an additional fighting style from those available to the Witcher, choosing one you don´t already have.

## Investigator

Also at 6th level, your critical thinking aids you in uncovering the truth. You gain proficiency in Insight or Perception, and you gain a bonus to Insight and Perception checks equal to your Intelligence modifier (minimum of 1).

## Prepared Defense

At 10th level, your meticulous preparation prepares you against any attack from your studied enemy. If a creature in your Witcher´s Contract forces you to make a saving throw you are not proficient in, you can still add your proficiency bonus to the saving throw.

## Additional Reaction

Starting at 14th level, you gain an additional reaction each round, which can only be used for the Preemptive Strike feature, or to make an attack of opportunity.

## Wolven Hour

At 18th level, you can enter into a state of intense focus that takes your already heightened senses and reflexes to near supernatural levels. As a bonus action, you enter a battle trance that lasts for 1 minute or until you choose to end it early (no action required). While in the battle trance you gain the benefits below. Once you use this feature, you can´t do so again until you finish a long rest.

**Evasive Defense.** Attacks against you have disadvantage.

**Dexterity Save Success.** If you fail a Dexterity saving throw, you can use your reaction to succeed instead.

**Dash and Disengage.** On your turn, you can use a bonus action to gain the benefits of both the Dash and Disengage actions.

**Additional Reaction Attack.** When you use your reaction to make an attack, you can instead make two attacks.

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

## Additional Schools

The following section includes witcher schools that are not linked to any official lore or game, but instead come from my imagination. They follow archetypes are takes on the traditional witcher I thought would be interesting to explore. Schools included are:

- **School of the Chimera.** A customisable pet subclass that springs from the Salamandra organization in the witcher games.
- **School of the Dragon.** A school focusing on hand bombs, something I felt was lacking in the basic schools. Highly focused on combat.
- **School of the Salamander.** Want to become the monsters you hunt? With this shool you can take on their traits through ingesting mutagens. Very complex, with many options, some of which have trade-offs. Also a suitable school for an evil witcher character.



This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

# School of the Chimera

Closely linked to the school of the salamander, chimera witchers use knowledge of mutations and anatomy to create a fearsome insectoid companion that aids them in hunting down and killing their contracts.

## Bestial Insight

When you choose this school at 3rd level, you gain proficiency in Animal Handling and can make Intelligence (Animal Handling) checks.

## Chimera School Recipes

You learn the following alchemical recipes. They don't count against your total number of recipes known, and cannot be switched out for other recipes when you gain a Witcher level.

**Recipes:** *arachnid decoction, chimera, thunderbolt*

## Roach Hound

Also at 3rd level, you have created an insectoid beast, known as a Roach Hound. It is friendly to you and obeys your orders. Its game statistics are found in the Roach Hound stat block, which uses your proficiency bonus (PB) and Intelligence modifier (INT). Your Roach Hound uses the rules below:

**Mutations.** Your Roach Hound can have two mutations, chosen from the Roach Hound Mutations list below. At certain levels in this class, you can apply more modifications at once: 10th level (3) and 18th level (4). Choose which mutations it has after each long rest.

**Combat.** In combat, the Roach Hound shares your Initiative count, but it takes its turn immediately after yours. Whenever you take the Attack action, you can forgo one attack to command your Roach Hound to use its reaction and make an attack.

**Restoring the Hound.** If the Roach Hound dies, you can spend 1 hour, which can be during a short or long rest, to return your Roach Hound to life with 1 hit point. As part of this ritual, the Roach Hound can expend hit dice to regain additional hit points. Alternatively, you can create a new Roach Hound with an 8-hour ritual using alchemist´s supplies, which destroys the previous one.

**Wicher Features.** You can feed your Roach Hound potions from the Alchemy feature, or coat its sword talons with blade oil, as a bonus action. Also, you can target the Roach Hound with the *Quen* hand sign if you are within 5 feet of it.

## Violent Mutation

At 6th level, you can forcefully mutate your Roach Hound. As a bonus action, touch the Roach Hound and replace one of its Mutations with another Mutation.

You can mutate your Roach Hound in this way a number of times equal to your Intelligence modifier (minimum of 1). You regain all expended uses when you finish a long rest.

## Onslaught

At 10th level, when the Roach Hound takes the attack action, it can make two attacks.

### Roach Hound

*Medium monstrosity, Unaligned*

**Armor Class** 13 + INT
**Hit Points** 5 + five times your Witcher level
**Speed** 40 ft, 40 ft climb

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 14 (+2) | 13 (+1) | 14 (+2) | 4 (-3) | 10 (+0) | 6 (-2) |

**Senses** Darkvision 60 ft
**Immunities** Charmed
**Languages** understands the languages you know

***Hit Dice.*** The Roach Hound has a total number of d8 Hit Dice equal to your Witcher level. It gains all the normal benefits of both short and long rests.

***Spider Climb.*** The Roach Hound can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

***Master`s Bond.*** Add your Proficiency Bonus to any ability check or saving throw the Roach Hound makes.

#### Actions

***Sword Talons.*** *Melee Attack Roll:* + PB + INT to hit, Reach 5 ft, *Hit:* 1d8 + 2 + INT slashing damage.



This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

### Hive Mind

At 14th level, you gain a telepathic connection with your Roach Hound. While you are within 60 feet of each other you gain the following benefits:

**Defense Bonus.** You both have a +1 bonus to AC and saving throws.

**Alertness.** You have advantage on initiative rolls and can´t be surprised.

### Swarm Hunter

At 18th level, you gain an additional Roach Hound, which has the same statistics and rules as the first. However, each Roach Hound can only have up to 2 mutations. When you forgo an attack to command your Roach Hound, it still only affects one.

## Roach Hound Mutations

Below are Mutations for your Roach Hound available to witchers of the school of the chimera.

### Alchemical Resistance

You grant it resistance to an elemental force. Choose acid, cold, fire, poison or lightning, it gains resistance to that damage type.

### Acidic Spit

It gains a sac of self-replenishing acid. When it attacks, you can choose for it to make a ranged weapon attack:

**Acid Spit.** *Ranged Attack Roll:* + PB + INT to hit, Range 30/90 ft. *Hit:* 2d4 + 1 + INT acid damage.

### Burrower

Toughened talons give it a burrow speed of 10 feet.

### Enhanced Senses

You grant it fine-tuned senses to hunt your prey. It gains blindsight or tremorsense with a range of 30 feet.

### Chameleon Camouflage

If it starts its turn motionless, its carapace changes color to match its surroundings, making it invisible while it remains motionless.

### Grappling Claw

One of its sword talons changes into a massive pincer. Attacks with this claw instead deal bludgeoning damage and can grapple the target if it is equal to or smaller than the Roach Hound in size.

### Magic Resonators

It grows purple spikes that sense magic. It knows the location of every spellcaster, active spell, and magic item within 30 feet of itself. It also gains a reaction it can take when a creature within 30 feet casts a spell, dealing 1d6 force damage per level of the spell to that creature.

### Rapid Regeneration

As a bonus action, it can expend one of its Hit Dice, roll it, and regain hit points equal to the roll.

### Swarm Host

It becomes host to a swarm of biting insects, which it summons or recalls from its body as an action. While summoned, creatures of your choice that start their turn in a 5 foot emanation of it take piercing damage equal to your proficiency bonus.

### Unsettling Scuttle

On its turn, it can take the Dash or Disengage action using its bonus action.

### Antimagic Carapace

*Prerequisite: 10th-level Witcher*

A scintillating carapace turns aside magical attacks. It has advantage on saving throws against spells, and spell attack rolls have disadvantage against it.

### Chitinous Plating

*Prerequisite: 10th-level Witcher*

A hard exoskeleton turns aside physical attacks. It gains resistance to bludgeoning, piercing and slashing damage.

### Coated Talons

*Prerequisite: 10th-level Witcher*

Its sword talons secrete a debilitating poison. When it deals damage to a creature with its sword talons that creature is poisoned until the end of your next turn.

### Droning Flight

*Prerequisite: 10th-level Witcher*

It sprouts two pairs of fast-beating wings made of translucent membrane, granting it a fly speed of 50 feet. While using this fly speed, it emits a droning sound audible out to a range of 120 feet. This fly speed is halved while mounted.

### Gigantism

*Prerequisite: 10th-level Witcher*

Improved oxygen absorption engorges its physique. It grows to Large, its reach increases by 5 feet and its weight multiplies by eight. Also, it has advantage on Strength checks and saving throws and its melee attacks deal an additional 1d4 damage.

### Unnatural Regeneration

*Prerequisite: 10th-level Witcher*

When it starts its turn bloodied and with at least 1 hit point, it regains hit points equal to your Intelligence modifier (minimum of 1).

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

# School of the Dragon

Starting as an offshoot from the school of the griffin, dragon witchers are just as intelligent, but more reclusive and eccentric. They devote all this time and fascination toward their favored tool: the hand bomb.

## Explosives Alchemist

When you choose this school at 3rd level, your study of alchemy focuses on hand bombs, providing you with the following features:

**Alternative Formulas.** When making certain potions, you can choose to create an alternate version: *petri´s philter* (hand bomb or hand charge damage dice instead of sign dice) or *stammelford´s philter* (Alchemy Save DC instead of Sign Save DC).

**Hand Bomb Crafting.** When you finish a short rest, you can create a number of hand bombs equal to half your proficiency bonus (rounded up). You must then finish a long rest before you can use this feature again.

## Dragon School Recipes

You learn the following alchemical recipes. They don't count against your total number of recipes known, and cannot be switched out for other recipes when you gain a Witcher level.

**Recipes:** *dragon`s dream, grapeshot, stammelford´s philter*

## Hand Charges

Also at 3rd level, you learn to make smaller versions of hand bombs, called hand charges. They function just as hand bombs, but have the following changes:

**Hand Charges Available.** You can use the hand charge version of a hand bomb you know the recipe to.

**Using Hand Charges.** Using a hand charge requires no preparation. While you have alchemist´s supplies available, you can throw a hand charge as an action.

**Radius.** The radius of hand charges is 5 feet.

**Reduced Damage Increase.** When the damage of hand bombs increases at 5th, 11th and 17th level, the damage of the hand charge version only increase by one die (2d6 for dragon´s dream).

## Grenadier

At 6th level, you become more skilled at using bombs in combat, and gain the following benefits:

**Replace Attack.** When you take the attack action on your turn, you can replace an attack with throwing a hand bomb or hand charge.

**Reposisition.** Immediately before or after throwing a hand bomb or hand charge, you can move up to 10 feet without provoking opportunity attacks.

## Empowered Blasts

At 10th level, your bombs become more potent in the following ways:

**Increased Damage.** When you roll the initial damage for hand bombs and hand charges, you can add your Intelligence modifier to the roll.

**Targeted Blasts.** When a creature in your Witcher´s Contract rolls a 1 or 2 on a save against one of your hand bombs or hand charges, you roll the initial damage of that bomb twice against that creature.

## Blast Resistance

At 14th level, your obsessive use of explosives have inured you to the damaging effects of blasts. You have resistance to damage from area effects.

## Cluster Bombs

When you reach 18th level in this class, you cause your bombs to create multiple explosions. When a hand bomb or hand charge you use explodes, it creates four secondary explosions that happen up to 20 feet away from the primary explosion (you choose their locations). If the primary explosion deals damage, the secondary explosions deal half damage. A single creature can only be affected by one secondary explosion. The secondary explosion also qualify for the Empowered Blast features.

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

# School of the Salamander

Many accuse witchers of becoming the very monsters they hunt. While mostly slander, witchers of the salamander school give justification to those beliefs.

The school originates from an incident where mutagens, herbs and recipes where stolen from a wolf school stronghold by a criminal organization. Through unchecked experimentation, a new breed of witcher was born, capable of acquiring a monster´s features through ingesting its genetic material.

Willingly joined or not, students of the salamander school are dangerous, striking fear into both men and monsters.

## Unnatural Insight

When you choose this school at 3rd level, your extensive experimentation with alchemical mutation gives you knowledge of the unnatural. When you use *Study Creature* on an Aberration, Monstrosity or Ooze in your Witcher´s Contract, you learn all the pieces of information about it, rather than just one.

## Salamander School Recipes

You learn the following alchemical recipes. They don't count against your total number of recipes known, and cannot be switched out for other recipes when you gain a Witcher level.

**Recipes:** *black blood, full moon, wight decoction*

## Mutagens

Also at 3rd level, a modified trial has primed your body to absorb genetic material and mutate. While you have alchemist´s supplies on your person, you can use a bonus action to eat a Mutagen, a bite-sized piece of genetic material. Choose a Mutagen from the list at the end of this school each time you consume a Mutagen in this way. You gain all the features of that Mutagen for 24 hours or until you complete a long rest, whichever comes first.

You can eat a Mutagen in this way a number of times equal to your Constitution modifier (minimum of 1) before you have to finish a long rest to eat more. However, you can only be affected by up to two mutagens at a time. If you eat a mutagen while affected by two, choose one to end.

## Consume Flesh

At 6th level, your exposure to mutagens has given you a hunger for flesh, which manifests in predatory teeth. You gain a bite attack that counts as a simple weapon that deals 1d8 piercing damage on hit. When you deal damage to a creature with this attack, you can also eat the flesh you tore off. If you do, you regain hit points equal to 1d8 + your Constitution modifier and you ingest the Mutagen of that creature´s type. If the creature is of a type over your prerequisite level, you only regain hit points from consuming the flesh.

You can eat flesh in this way a number of times equal to your Constitution modifier (minimum of 1). You regain all expended uses when you finish a long rest.

## Permanent Mutation

Starting at 10th level, your use of mutagens has resulted in a stable mutation to your anatomy. Choose one Mutagen from among Beast, Monstrosity, Ooze and Undead. You are always under that Mutagen´s effect and it doesn´t count against the number of Mutagens you are affected by.

### Experimental Subclass

School of the salamander is a very experimental subclass that explores having options with buffs and drawbacks. It is most likely not balanced, although not wildly so. In the design process, what seemed like fun options were prioritized over simpler features. Feel free to try it out, but keep in mind its experimental status.



This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC

## Monstrous Transformation

At 14th level, you can cause your body to go through a spontaneous mutation to fully transform. As a bonus action, mutate into a **Draegloth** or **Yuan-ti Abomination**, then gain a number of temporary hit points equal the hit points of the form. The form lasts for 1 minute or until you have no temporary hit points left.

Your game statistics are replaced by the stat block of the chosen form, but you retain your alignment; personality; Intelligence, Wisdom, and Charisma scores; hit points, hit dice, proficiencies, ability to communicate and ongoing potion effects. Your equipment drops to the ground if it does not fit your new form. You can choose to use your Constitution as spellcasting modifier when casting the spells of the form. Mutagen features are suspended while in the form.

Once you use this feature, you can't do so again until you finish a long rest.

## Anomalous Vitality

At 18th level, your physiology has become unnervingly strong and adaptive, granting you the following benefits.

**Constitution Increase.** Increase your Constitution score by 3, to a maximum of 23.

**Additional Mutagen.** You can be affected by up to three Mutagens at a time.

**Abhorrent Traansformation.** You can choose **Phisarazu Spyder-Fiend** or **Yuan-ti Anathema** as the form for Monstrous Transformation.

# Mutagens

The following Mutagens are available to witchers of the school of the salamander.

### Beast

You take on the natural grace and feral nature of beasts, also gaining excessive hair growth.

**Natural Movement.** You gain a bonus to Strength (Athletics) and Dexterity (Acrobatics) checks equal to your Constitution modifier, and your movement speed increases by 10 feet.

**Cornered Animal.** When bloodied, you have advantage on attack rolls and attack rolls have advantage against you.

### Humanoid

You can tap into the unlimited potential of humanoids.

**Myriad Forms.** You can use your action to polymorph into a Small or Medium humanoid you have seen, or back to your true form. Your statistics, other than your size, are the same in each form. Equipment you are wearing or carrying isn´t changed.

**Potential.** You gain proficiency in one skill of your choice which lasts for the mutagen´s duration.

### Elemental

You attune to elemental forces.

**Elemental Protection.** Acid, cold, fire, lightning, and thunder damage you take is reduced by an amount equal to your Constitution modifier.

**Elemental Form.** You have a swim speed equal to your speed and a burrow speed equal to half your speed.

### Monstrosity

Your hands grow into wicked claws and your features become predatory and unsettling.

**Natural Weapons.** You grow claws that count as simple weapons with the Light property and Nick mastery that deal slashing damage equal to your sign die + your Strength modifier on hit.

**Monstrous Visage.** You have advantage on Intimidation checks, but disadvantage on Persuasion checks.

### Ooze

Your body becomes flexible and adhesive.

**Pliable Form.** You have advantage on ability checks and saving throws to escape grapple and nonmagical restraints.

**Sticky Grip.** You gain a climbing speed equal to your speed and you can climb difficult surfaces, including along ceilings, without needing to make an ability check. Also, creatures have disadvantage on ability checks or saving throws they make to escape being grappled by you.

### Undead

The life-mocking resilience of undeath makes you difficult to kill, but also slows your reflexes.

**Undead Fortitude.** If non-radiant damage reduces you to 0 hit points, you can make a Constitution saving throw with a DC of 5 + the damage taken. On a success, you drop to 1 hit point instead.

**Dead Flesh.** You have resistance to necrotic damage. Whenever you take damage, you can use a reaction to reduce the damage by an amount equal to your Constitution modifier.

**Dulled Reflexes.** You have disadvantage on attacks of opportunity.

### Aberration

*Prerequisite: 6th-level Witcher*

The otherwordly nature of aberrations alters your internal anatomy and opens your mind.

**Inner Reconstruction.** Your bodily functions rearrange themselves to prioritize your mind over your body. You have advantage on Intelligence, Wisdom and Charisma saving throws, but disadvantage on Strength, Dexterity and Constitution saving throws.

**Telepathy.** You can telepathically communicate with any creature you can see within 60 feet. You don't need to share a language, but the target must speak at least one language to respond.

### Giant

*Prerequisite: 6th-level Witcher*

The strength of giants courses through you, giving you a grotesquely engorged physique and impairing your nimbleness.

**Giant Strength.** You grow by one size, your reach increases by 5 feet and your weight multiplies by eight. Also, you gain a bonus to Strength checks and saving throws and melee damage rolls equal to your Constitution modifier.

**Clumsy.** You have disadvantage on ability checks and saving throws using Dexterity.



This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

### Construct

*Prerequisite: 6th-level Witcher*
You gain some of the magical resilience of constructs, along with their vulnerability to antimagic.

**Engineered Immunity.** Choose three spells of 3rd level or lower when you ingest this mutagen. You gain immunity to those spells.

**Antimagic susceptebility.** You are incapacitated while in the area of an antimagic field. If targeted by dispel magic, you must succeed on a Constitution saving throw against the caster's spell save DC or be incapacitated until the start of the caster´s next turn.

### Fey

*Prerequisite: 10th-level Witcher*
The fickle magic of the feywild enchants your charisma and grants teleporting magic, while also imparting a strange weakness.

**Glamour.** You gain a bonus to Charisma checks equal to your Constitution modifier.

**Teleport.** When you cast a hand sign, you can also teleport up to 30 feet.

**Allergy to the Mundane.** If you take damage from an attack made with a nonmagical manufactured weapon (such as steel or wood, but not claws), you are poisoned until the end of your next turn. This ignores immunity to the poisoned condition.

### Fiend

*Prerequisite: 10th-level Witcher*
One of the most sinister mutagens, granting fickle powers and hellfire attacks.

**Dark Bargain.** Once on each of your turns, you can add 1d6 to any roll you made. Then reduce your current and maximum hit points by that amount. Reductions to your maximum hit points by this feature are undone when you finish a long rest.

**Hellfire.** Your weapon and natural weapon attacks deal fire damage instead of their normal damage. This fire damage ignores resistance to fire damage and treats immunity as resistance.

**Hellspawn.** You count as both fiend and humanoid.

### Plant

*Prerequisite: 10th-level Witcher*
Grants tough skin and the ability to heal in sunlight, but makes your flesh as flammable as wood.

**Gnarled Skin.** You have resistance to bludgeoning, piercing and slashing damage.

**Photosynthesis.** If you are bloodied and in sunlight at the start of your turn, you regain hit points equal to your Constitution modifier.

**Flammable.** You have vulnerability to fire damage.

### Celestial

*Prerequisite: 14th-level Witcher*
The holy power of celestials improves awareness and grants flight, but your focus becomes so guided as to be detrimental.

**Angelic Flight.** You have resistance to radiant damage and grow spectral wings that give you a fly speed equal to your speed, and you can hover.

**Heightened Awareness.** You gain a bonus to Wisdom (Insight) and Wisdom (Perception) checks equal to your Constitution modifier.

**Focused Wrath.** You have disadvantage on attack rolls against creatures not in your Witcher´s Contract.

### Dragon

*Prerequisite: 14th-level Witcher*
This mutagen grants a powerful breath weapon and the arrogance of dragonkind.

**Dragon Breath.** When you take the Attack action, you can forgo one attack to release a breath attack in a 30-foot cone or a 60-foot long, 5-foot wide line. Each creature in the area must make a Dexterity saving throw (DC 8 + your proficiency bonus + your Constitution modifier), taking 3d10 acid, cold, fire, lightning or poison damage (your choice) on a failed save or half as much on a successful one.

Whenever you use this feature, you can also spend up to three sign dice to add a damage dice to the damage roll for each sign die spent.

**Vanity.** When you roll a 1 on a d20 test, you take 3d6 psychic damage, which can´t be reduced or prevented in any way.

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

# Damage Analysis

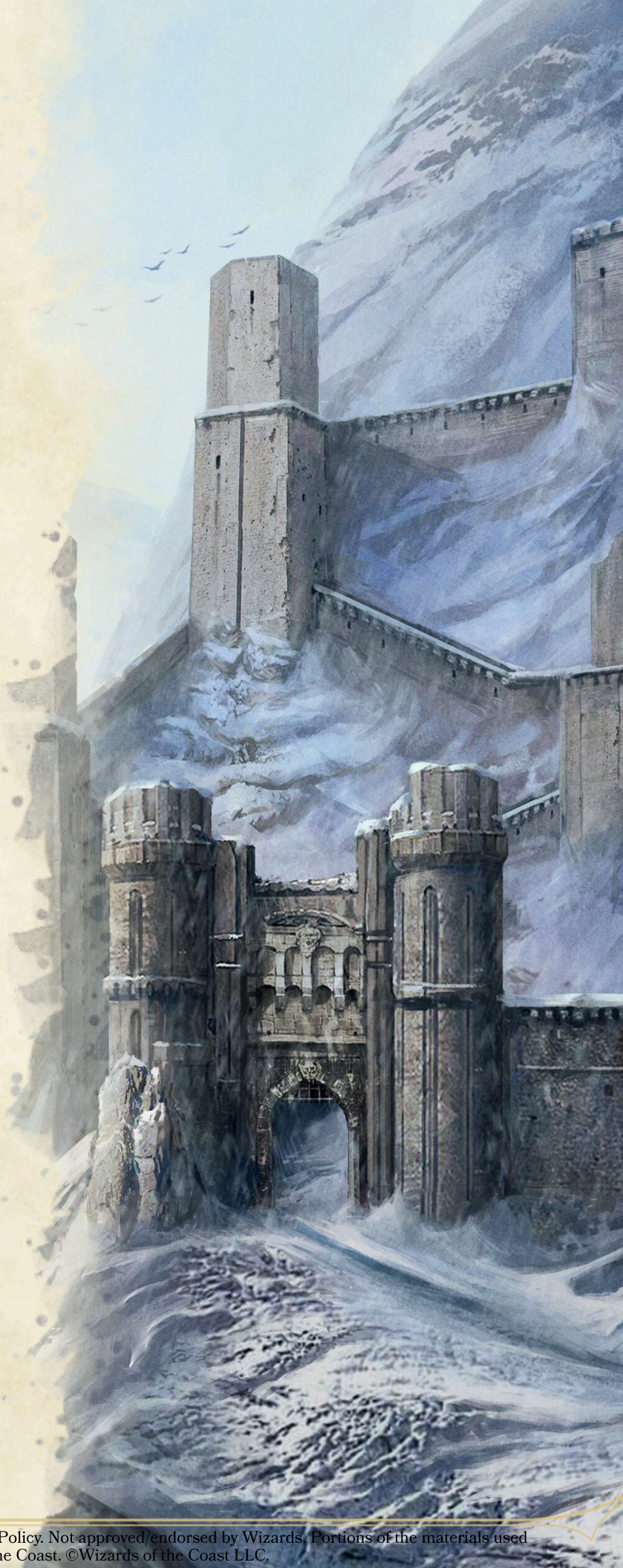
Damage from the included PHB 2024 classes are taken from youtuber Treantmonk. Among the core classes in Dnd 2024, berserker barbarian has cemented itself as the premiere damage dealer (Avg DPR pf 47,4). Included here are comparable martial classes, as well as an average of optimized builds from most martial classes.

**Bear Witcher.** High damage dealer among witcher schools, but comparable in damage with both cat and viper. Dual wields scimitars and assumes the thunderbolt potion is active. Takes the enhanced dual wielding feat at level 4, and always uses bonus action to attack.

| Level | Average Optimized | Fey Wanderer Ranger | Psi Warrior Fighter | Bear Witcher |
|---|---|---|---|---|
| 1st | 7,1 | 12,1 | 7,8 | 7,9 |
| 2nd | 8,7 | 14,4 | 8,8 | 13,6 |
| 3rd | 11 | 16,7 | 10 | 16,8 |
| 4th | 13 | 18 | 10,9 | 19,7 |
| **5th** | **21,9** | **27,3** | **22,6** | **26,8** |
| 6th | 24,2 | 27,3 | 26,6 | 26,8 |
| 7th | 25 | 27,3 | 27,2 | 26,8 |
| 8th | 27 | 29,6 | 31,2 | 28,6 |
| 9th | 29,1 | 29,6 | 33 | 28,6 |
| 10th | 30,7 | 29,6 | 33 | 31,1 |
| **11th** | **37,5** | **33,5** | **48,1** | **37,3** |
| 12th | 39,4 | 33,5 | 48,1 | 39,2 |
| 13th | 42,9 | 35,6 | 55,1 | 39,3 |
| 14th | 43,7 | 37,3 | 55,1 | 47,4 |
| 15th | 46 | 39,3 | 55,1 | 47,5 |
| 16th | 47,2 | 42,9 | 55,1 | 47,7 |
| **17th** | **53,9** | **50,2** | **64** | **57,8** |
| 18th | 56,8 | 50,2 | 64 | 60,9 |
| 19th | 62,7 | 54,9 | 69,5 | 61,1 |
| 20th | 69,8 | 59,2 | 91,5 | 61,2 |
| **Avg** | **34,5** | **33,4** | **40,8** | **36,3** |

## Designer´s Thoughts

In T2 and T3 of play it is diffucult to contend with optimized barbarians or fighters, but the base Witcher class is a specialist class not necessarily meant to outdamage other martials. It instead focuses on preparation and having a wide selection of tools, as well as good utility.





This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

# Witcher Feats

These Feats allow others to share in the abilities or skills of the witcher, or for witchers to improve upon theirs.

## Witcher Training

*General Feat (Prerequisite: Level 4+)*
You study the fundamental skills a witcher uses to hunt monsters, gaining the following features:

**Ability Score Increase.** Your Intelligence score increases by 1, to a maximum of 20.

**Slayer´s Knowledge.** You gain proficiency in one skill from among Arcana, Investigation, Nature or Religion.

**Alchemy Training.** You learn two alchemical recipes from those available to the Witcher. After a long rest, you can produce one item, following the rules of Alchemy from the Witcher class. If you already produce alchemical items from another source, this is in addition to those items.

**Repeatable.** You can take this feat more than once.

## Steel and Silver

*General Feat (Prerequisite: Level 4+)*
You train in the martial styles of the witcher, gaining the following benefits:

**Ability Score Increase.** Increase your Strength, Dexterity or Constitution by 1, to a maximum of 20.

**Fighting Style.** You learn one Fighting Style of your choice from those available to the Witcher. If you already have a Witcher Fighting Style, the one you choose must be different.

**Repeatable.** You can take this feat more than once.

## Hand Bomb Expert

*General Feat (Prerequisite: Level 4+)*
Your skill at making and using hand bombs increases. You gain the following benefits:

**Ability Score Increase.** Your Intelligence score increases by 1, to a maximum of 20.

**Hand Bomb Crafting.** You learn two alchemical recipes for hand bombs. After a long rest, you can produce one hand bomb, following the rules of Alchemy from the Witcher class. If you already produce alchemical items from another source, this is in addition to those items.

**Increased Area of Effect.** The area of effect for hand bombs you make increases by 5 feet.

## Potent Hand Signs

*General Feat (Prerequisite: Level 4+, Aard, Igni or Quen known)*
You become more skilled at using hand signs, giving you the following benefits:

**Ability Score Increase.** Your Intelligence score increases by 1, to a maximum of 20.

**Empowered Hand Signs.** When you cast *Aard*, *Igni* or *Quen*, you can add your Intelligence modifier to one of the rolls.

## Signature Hand Sign

*General Feat (Prerequisite: Level 4+, At least one hand sign known)*
Choose one hand sign you know. When casting this signature hand sign, you can roll a d4 in place of expending a sign die.

**Reapeatable.** You can choose this Feat more than once.



This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

# Credits

Version 3.0 - Created by /u/johnares93

Images, in order of appearance:

- The safest road by seven-teenth
- Witcher by piofoks
- castle sketch by Mateusz Michalski
- Griffin Witcher Ranger by Katarzyna Bekus
- Lambert by Bartłomiej Gaweł
- Images from the witcher games by CD Projekt Red
- Ivo of Belhaven by Anna Podedworna
- Thunderbolt by Anna Podedworna
- dimeritium bomb by Lorenzo Mastroianni
- Gezras of Leyda by Bogdan Rezunenko
- card for gwent by Vyacheslav Safronov
- Arnaghad by Bogdan Rezunenko
- Erland of Larvik by Valeriy Vegera
- Manticore Witcher by Marek Madej
- Ivar Evil-Eye by Valeriy Vegera
- Geralt of Rivia by Marek Madej
- Way of the Witcher expansion art by Valeriy Vegera
- Strixhaven Swamp by Adam Paquette
- Young Kruthik by Zack Stella
- Kruthik Hive Queen, Monster Manual Expanded 2
- Madoc by Valeriy Vegera
- Fallen Rayla by lorenzo mastroianni
- Idarran of Ulivo by Bogdan Rezunenko
- Haern Caduch by Karol Bem
- Vesemir by Bartlomiej Gawel
- Medallions by u/lennoxonnell
- Stains by u/flammableconcrete

Inspiration:

- Sean´s gaming corner
- Mage Hand Press
- Laserllama
- u/fungalbrews
- Witcher class by Andrew Rayleigh

Cover and back cover art: Draw Souls

GM BINDER
WWW.GMBINDER.COM

approved/endorsed by Wizards. Portions of the materials used ©Wizards of the Coast LLC.